Amendments to the Claims:

This listing of claims will replace all prior versions, and listings, of claims in the application:

Listing of Claims:

1-51 (Canceled)

52. (Previously Presented) In a video hyperlinked annotation data system, a computer-readable medium storing data for access by an application program executed by a processor in the hyperlinked annotation data system, the computer-readable medium comprising:

a first annotation data structure element including an object reference for an object in a video frame and a corresponding first identifier;

a second annotation data structure element identified by said first identifier, said second annotation data structure element including a first set of annotation data references;

a sixth data structure element storing image overlay data for a plurality of objects in the video frame,

wherein the application program, in response to a user command, visually identifies at least one of the plurality of objects in the video frame based on the image overlay data.

53. (Canceled)

54. (Currently Amended) The ~~system~~ computer-readable medium of claim [[53]] 52 further comprising at least one timing

data indicator associated with at least one of said plurality of data structure elements, wherein said timing data indicator indicates an expiration time.

55. (Currently Amendment) The ~~system~~ computer-readable medium of claim [[53]] 52 further comprising at least one timing data indicator associated with at least one of said plurality of data structure elements, wherein said timing data indicator indicates an activation time.

56. (Currently Amended) The ~~system~~ computer-readable medium of claim 52 wherein said first annotation data structure element is associated with a set of video frames of a video program and wherein said second annotation data structure element is associated with said video program.

57. (Currently Amended) The ~~system~~ computer-readable medium of claim 52 wherein said first data structure element and said second data structure element are transmitted separately.

58. (Currently Amended) The ~~system~~ computer-readable medium of claim 52 wherein said first set of annotation data references includes an annotation data field and a second identifier referencing a third annotation data structure element.

59. (Currently Amended) The ~~system~~ computer-readable medium according to claim 58 wherein said annotation data field

is a title data field and said third annotation data structure element is a string including a title of said object.

60. (Currently Amended) The ~~system~~ computer-readable medium according to claim 58 wherein said third annotation data structure element includes at least one display identifier for referencing a fourth data structure element to be displayed to a viewer and at least one action identifier referencing a fifth data structure element providing instructions so said system for action to be taken by said system.

61. (Currently Amended) The ~~system~~ computer-readable medium according to claim 58 wherein said annotation data field is a variable parameter field.

62. (Currently Amended) The ~~system~~ computer-readable medium according to claim 58 wherein said second identifier is a variable value.

63. (Currently Amended) The ~~system~~ computer-readable medium according to claim 58 wherein said first and second identifiers are never duplicated by the system.

64. (Currently amended) The ~~system~~ computer-readable medium according to claim 52 wherein the sixth data structure element includes location and shape information about said object.

65. (Currently amended) The ~~system~~ computer-readable medium according to claim 64, wherein said sixth data structure element is associated with a video frame.

66. (Previously Amended) A method for generating one or more data structures via a first processor in a hyperlinked video signal annotation data system, the one or more data structures being stored in a computer-readable medium for access by an application program executed by a second processor in the hyperlinked video signal annotation data system, the method comprising:

creating a first annotation data structure element including an object reference for an object in a video frame and a corresponding first identifier;

creating a second annotation data structure element identified by said first identifier, said second annotation data structure element including a first set of annotation data references; and

creating a sixth data structure element storing image overlay data representing a plurality of objects in the video frame,

wherein the application program, in response to a user command, visually identifies at least one of the plurality of objects in the video frame based on the image overlay data.

67. (Canceled)

68. (Currently Amended) The method of claim [[67]] 66 further comprising at least one timing data indicator associated with at least one of said plurality of data structure elements, wherein said timing data indicator indicates an expiration time.

69. (Currently Amended) The method of claim [[67]] 66 further comprising at least one timing data indicator associated with at least one of said plurality of data structure elements, wherein said timing data indicator indicates an activation time.

70. (Previously Presented) The method of claim 65 wherein said first annotation data structure element is associated with a set of video frames of a video program and wherein said second annotation data structure element is associated with said video program.

71. (Previously Presented) The method of claim 66 wherein said first data structure element and said second data structure element are transmitted separately.

72. (Previously Presented) The method of claim 66 wherein said first set of annotation data references includes an annotation data field and a second identifier referencing a third annotation data structure element.

73. (Previously Presented) The method according to claim 72 wherein said annotation data field is a title data field and

said third annotation data structure element is a string including a title of said object.

74. (Previously Presented) The method according to claim 72 wherein said third annotation data structure element includes at least one display identifier for referencing a fourth data structure element to be displayed to a viewer and at least one action identifier referencing a fifth data structure element providing instructions to said system for actions to be taken by said system.

75. (Currently Amended) The ~~system~~ computer-readable medium according to claim 72 wherein said annotation data field is a variable parameter field.

76. (Previously Presented) The method according to claim 72 wherein said second identifier is a variable value.

77. (Currently Amended) The ~~system~~ computer-readable medium according to claim 72 wherein said first and second identifiers are never duplicated by the system.

78. (Currently amended) The ~~system~~ computer-readable medium according to claim 66 wherein the sixth data structure element includes location and shape information about said object.

79. (Currently amended) The ~~system~~ computer-readable medium according to claim 78, wherein said sixth data structure element is associated with a video frame.

80. (Canceled)

81. (Currently amended) The computer-readable medium of claim [[80]] 52 further comprising at least one timing data indicator associated with at least one of said plurality of data structure elements, wherein presentation of the image overlay is synchronized with the video frame based on the timing data indicator.

82. (Previously Presented) The computer-readable medium of claim 81, wherein the application program compares the timing data indicator with second timing data associated with a current video frame and sleeps for a period of time equivalent to a difference in times indicated by the first and second timing data, the computer program code being awakened for visually identifying the object based on the image overlay data in response to an expiration of the time period.

83. (Previously Presented) The computer-readable medium of claim 81, wherein at least one of the data structures is associated with second timing data, the second timing data being indicative of a last instance the data structure is used in a video program associated with the video frame, wherein the data structure is removed from the computer-readable medium in

response to a determination based on the second timing data that the data structure is no longer used in the video program.

84-110. (Canceled)

111. (Previously Presented) The computer-readable medium of claim 52 further comprising:

at least one timing data indicator in association with at least one of the plurality of data structure elements, wherein the application program retrieves the timing data indicator and synchronizes presentation of at least one of the plurality of data structure elements with a video frame based on the retrieved timing data indicator.

112. (Previously Presented) The computer-readable medium of claim 52, wherein the sixth data structure element is further associated with a visibility indicia indicative of whether the plurality of objects in the video frame are enabled for being visually identified for a particular video shot.

113. (Previously Presented) The computer-readable medium of claim 52, wherein each of the plurality of objects are visually identified in sequence in response to one or more user commands.

114. (Previously Presented) The method of claim 66 further comprising:

creating at least one timing data indicator in association with at least one of the plurality of data structure elements, wherein the application program retrieves the timing data indicator and synchronizes presentation of at least one of the plurality of data structure elements with a video frame based on the retrieved timing data indicator.

115. (Previously Presented) The method of claim 66, wherein the sixth data structure element is further associated with a visibility indicia indicative of whether the plurality of objects in the video frame are enabled for being visually identified for a particular video shot.

116. (Previously Presented) The method of claim 66, wherein each of the plurality of objects are visually identified in sequence in response to one or more user commands.

117. (Previously Presented) The method of claim 95 further comprising: creating at least one timing data indicator in association with at least one of the data structures, wherein the application program retrieves the timing data indicator and synchronizes presentation of at least one of the data structures with a video frame based on the retrieved timing data indicator.

118. (Previously Presented) The method of claim 95, wherein the first data structure is further associated with a visibility indicia indicative of whether the plurality of

objects in the video frame are enabled for being visually identified for a particular video shot.

119. (Previously Presented) The method of claim 95, wherein each of the plurality of objects are visually identified in sequence in response to one or more user commands.